

Majin Eiyuuden Wataru Gaiden (Import) FAQ/Walkthrough

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Majin Eiyuuden Wataru Gaiden
Version 1.1
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TABLE OF CONTENTS

Introduction.....	INTR
Version History.....	VERS
Legal.....	LGAL
Walkthrough.....	WK00
- Grassy Plains.....	WK01
- 2nd Gun's Dungeon.....	WK02
- Icefield.....	WK03
- Zanami Coast.....	WK04
- Kagasas Jungle.....	WK05
- Thunder God Area.....	WK06
- Chop's swamp.....	WK07
- Dragon Tower.....	WK08
- Dabord Mountains.....	WK09
Shopping List.....	SHPL
Items.....	ITMS
Spells.....	SPLS
Equipment.....	EQMT
- Machin	
- Weapons	
- Shields	
Monsters.....	MSTR
Contact and Acknowledgements.....	CONT

INTRODUCTION: (INTR)

This walkthrough is for Majin Eiyuuden Wataru Gaiden for the NES. This guide is based on the translation released by Romhackers Hubz and Tkene. This game is based off of a popular anime series which I know absolutely nothing about. You don't need to understand or follow the anime to enjoy this game. The game plays like a normal RPG with random battles. The battles themselves are action based and plays and feels like Wonderboy in Monster Land. Upon being attacked, the screen will switch to a side view where you will use weapon attacks and magic to defeat your foes. Most enemies have set patterns that get more difficult as the game progresses. Overall this game is very fun, challenging and enjoyable.

VERSION HISTORY: (VERS)

I started work on this guide on Thursday, April 25th after having gone through the game one time and creating various maps of all the areas. It was completed on Sunday April 28th.

Monday May 20th 2013:

Completed Monster List. Thanks goes to Hubz for taking the time to copy the data from the japanese strategy guide and sending me the information.

Also updated some item and equipment data thanks to Zaratus. Risky Weed info updated as well as entries for Wing Shield, Perseus Shield, Ultima Shld and Mumbling Box item.

Also updated the guide with some items found from hacking data that I never came across on my two playthroughs. Data comes from Phil The Hammer.

Wednesday July 3rd 2013:

Thanks to Zegras Welfsin who found a neat little hidden location in the Swamp Dungeon. After obtaining the Dragon Life, a staircase appears in the north west portion of the room that leads to a Scream Blade in B3. He also verified the stat data of the Lucky Sword.

LEGAL: (LGAL)

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WALKTHROUGH: (WK00)

INTRODUCTION

Items: None

"Sokaizan the mountain of the gods was conquered by an evil emperor Dakdar. Darkness fell on the land and the joy and laughter vanished from the hearts of the people. Then a hero appeared. Wataru Ikusabe. With his Mashin Ryujin-Maru he fought to save Sokaizan. Until something strange happened, they were transported to an unknown part of the mountain...."

That is the introduction provided by the game. After naming your character, the game will begin with a scene on the Grassy Plains. Wataru will be chased by four men who eventually capture him and take him away. Ryujin-Maru, who fights with Wataru to protect Sokaizan from Dakdar appears and explains that they were suddenly thrown into this world and separated. You are then asked to help save Wataru and Sokaizan. You must answer yes to continue.

Ryujin-Maru then offers to lend his help to you and he will be automatically equipped.

Note that Machins are like Machines. Each machin you find will offer some sort of upgrade in attack power, defense and magic. Ryujin-Maru is your first. Now take time to get a feel for the controls. The A button confirms while B button cancels. Pressing A on the over world give you access to your equipment, magic and text. Equip option brings up a status screen which will show your stats as well as what equipment you currently have equipped. You can make changes here. Magic will bring up a summary on what spells you have as well as their functions on the world map or in battle. Some spells can be used on each and will have different MP costs applicable. Text will allow you to select the text speed from slow to medium to fast. Note that regardless of text speed, you can hold down B during a text scene to speed it up. Pressing the start button will access and use your items. Pressing Select will access and use your magic. This odd setup may take some getting used to.

Another thing to note is that many of the treasure chests containing Coins is random. The amount listed in my guide might not be exactly what you receive, but it should be pretty close. There may also be the case where some chests give random items as I had a situation in my first play through where the chest above Port Town gave a Herb, the next time I played through I got a Sage Scroll. Not sure how often this occurs.

Also note that when you save the game at the inn and discontinue play, when you reload your game there is the possibility that you will have missing gold and some non important items get stolen from you. Be careful.

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GRASSY PLAINS (WK01)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66957>

Items: Flame Spell
121 Coins
Mega Ether
Smart Sprout

Start the game by heading east to the next screen. This game plays like the original Legend of Zelda in regards to how movement across the world map takes place. You now have three options. Head north east to a house, east to a village or south to the unknown. Start by going to the house and you will find your path blocked by someone who says that they have been ordered by Sazabi to not let anyone through. An exception may be made if you possessed a magical spell though. That will be your first quest of the game. Now head south and enter the town.

Nomad Camp

Speak to everyone to learn that Sazabi's magic protects everyone and that Wataru's captors headed south. There are two springs to the south, one cursed, and one that will heal you. Sazabi will be there standing watch. The shop sells a Saber for 100 Coins but you won't have any money at this point. Head south.

Grassy Plains

You should enter your first battles at around this point. Most likely you will have found the Metron Jr which is a simple enough fight as they just come at you. Simply fend them off with your sword to win. Enter the Recovery Spring for some free healing if you need it before heading west to another entry to the Recovery Spring. That's where you will reach Sazabi in the Cursed Spring. Take the stairs.

Cursed Spring

Take either direction to reach Sazabi. Speak to him to receive the Flame Spell and open the chest for 121 Coins. Use the Flame Spell as an item to learn the Fire spell. You can now exit the Cursed Spring and this time head east of the Recovery Spring to enter another Dead End House. Open the two chests to receive a Mega Ether and Smart Sprout. Use the Smart Sprout to increase Intelligence. The folks upstairs won't let you pass unless you have a Gold Bar.

Grassy Plains

Head north and pick up that Saber from the Nomad Camp before entering the first Dead End House. Speak to the person who will let you pass now that you have magic. Make your way north and then east to find a man who mentions Tinbots were spotted northeast of here. Head north and you should see part of a town to the east. Head there to enter Spectrum. The guards won't let you in because a Tinbot has invaded the city and it's too dangerous. You will need a Gate Pass to get it and are advised to head west to Merchanton. Do so.

Merchanton

Enter the town to learn of a fellow named 2nd Gun. Apparently he has been causing some trouble for the folks and needs to be dealt with. It also just so happens that the old man who wants him dealt with also provides gate passes. You can also buy a Small Shield to increase your defense from the shop here.

Grassy Plains

Once you are ready, head northwest for 2nd Gun's Dungeon. You will pass a cave with a Rock in front of it that looks like it can be moved.

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2ND GUN'S DUNGEON

(WK02)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66927>

Items: Risky Weed

- 121 Coins
- Potion
- 160 Coins
- Slip Spell
- Gate Pass
- Power Potion x 2
- Backpack x 2
- Magic Coin
- Vigor Vial
- Sage Scroll
- 153 Coins
- Strong Spell

Head south, east and north to find two chests containing a Risky Weed and 121 Coins. Then head south twice, west twice and then north twice to reach the stairs. From here, head south all the way and then east all the way. Head north all the way ignoring the past west to reach chests containing a Potion and 160 Coins. Now head west to reach 2nd Gun. Approach him to battle.

Boss Battle - 2nd Gun

Very easy way to defeat him is simply cast Fire until he dies. He won't stand a chance.

After the battle a chest will appear that contains a Slip Spell. Use it as an item to receive the spell Escape.

Backtrack out of the dungeon now and return to the old man at Merchanton to receive the Gate Pass.

Spectrum

Enter Spectrum now and speak to learn that Shibaraku was here looking for Wataru and Himiko. The northeastern house has two chests that contain a Power Potion and Backpack. Backpacks are valuable items that increase your carrying capacity by one. Use them when you get them. You should also learn from the Prince that you need a Machin to defeat the Tinbot that is in the town. The red house above the town entrance has a chest containing a Power Potion. Enter the castle and speak to the Princess if you'd like. Apparently whomever beats the Tinbot gets to marry the Princess. Head west to reach four treasure chests. Open them to receive a Magic Coin, Vigor Vial, Sage Scroll and 153 Coins. Head north to enter the throne room. Apparently Shibaraku went towards Icefield in pursuit of Wataru. He was unable to defeat the Tinbot. Speak to the King and answer yes when prompted. You can now do battle with the Tinbot with Spectrum Kingdom and the Princess as your reward.

Exit the castle and head west. Enter the shop and purchase the Blade and Light Shield to prepare for the upcoming battle. When you are ready, head north from the shop and enter the house. Speak to the Tinbot to do battle.

Boss Battle - Tin Knight

Fire doesn't do much damage but if you have full MP you can beat him without getting hit. Be careful and he jumps around and stabs his weapon quite a bit.

Once he's been downed, grab the Backpack from the treasure chest. Don't forget to use it. Head back to the King now and speak with him to receive the Strong Spell. You will then be asked if you would like to marry his daughter. Say yes and after your journey is over, you will marry. Use the Strong Spell as an item to learn Power. This spell will increase your strength in battle and allow you to move some rocks on the world map. Rocks like the one near 2nd Gun's Dungeon. Head there now and use the Power spell right beside the rock to move it. Now enter the Cave.

North Cave

Pretty linear path. Follow it all the way and note the slight increase in monster strength. When you exit the cave you will now be in a new area called Icefield.

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66959>

Items: Herb

Mega Ether x 2

Risky Weed

51 Coins

Potion x 2

59 Coins

Backpack

119 Coins

331 Coins

Senjin-Maru

Sage Scroll

Move Spell

Head east to find the Icefield Inn. You will learn that Icefield has two towers and that Shibaraku apparently found Wataru and headed north. Finish your business here and exit the inn. Head north a screen and you will be faced with a path that branches off to the west. Take the southern path and follow it all the way to a bridge in a small body of water. Step on the west part of the bridge and search to find a Herb. Return now and take the northern path. Follow it all the way until you cross an ice bridge that breaks once you cross it. Don't worry, it will be there when you return. Head north to find the a tower.

Icefield Tower

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66962>

Then men at the entrance tell you that Shibaraku is here and that he came here by boat. The path to the right leads to the boat. Head west and follow the path to reach two chests containing a Mega Ether and Risky Weed. Head east to reach the stairs to the second floor.

From here, head west all the way and then south to reach two chests containing 51 Coins and a Potion. Return to the stairs and head east to find two more chests that contain 59 Coins and nothing. It's empty. Follow the path south to reach the third floor.

Follow the linear path making sure to grab the Backpack and Potion from the chests along the way. Eventually you will see Shibaraku locked in a closed room. One you hit the branch in the path, head south for a chest containing 119 Coins. Travel north two screens and take the stairs to reach the final and fourth floor.

Head south and ignore the path that leads west. Follow the path all around the floor until you reach a treasure chest containing 331 Coins. Now return and take that western path to reach a room with three arrows pointing at a chest. Open it to receive nothing. After it disappears, step on the tile it was located on to drop down to the third floor and the room that contains Shibaraku. Speak to him to learn that Wataru was here previously, but has been taken away again. Agree to help him escape and you will learn that Wataru is now at the Sea Tower so that will be where Shibaraku heads. He will tell you to go on ahead and provides you with his Machin Senjin-Maru. Equip the new Machin to get a nice stat upgrade and drop down the hole. head north to take the stairs and then exit the tower.

You are now able to take the boat on the east side of the first floor but there are some things outside of the tower to take care of first.

Icefield

Head east of the tower taking the northern bridge and continue on east past the two trees until you reach some stairs. Take them to enter the very short Icefield Dungeon.

Icefield Dungeon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66965>

Take the linear path to the end to find three treasure chests containing a Sage Scroll, Mega Ether, and Move Spell. Use the Move Spell to receive the Teleport Spell. This spell will take you back to the last town you visited. Exit the dungeon.

Icefield

If you head east from the Icefield Dungeon, you will find another set of stairs called the Final Cave that leads to another area of Icefield. The monsters here though will tear you apart as indicated by the name, this area is for much later in the game after you save Wataru. Now you can head back to the Icefield Inn to heal up and save if you need to and then return to the Icefield Tower and head east from the entrance. Speak to the man to take the boat and watch as you sail down the river into a new area called Zanami Coast. Note that chest you sailed by as well.

ZANAMI COAST

(WK04)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66954>

Items: Water Spell
Mega Ether
Backpack x 4
Sage Scroll
318 Coins
360 Coins
Vigor Vial
Serpent Tear
Hero's Key
231 Coins
Life Tonic

Head north to enter the Port Town. The town will be flooded as it appears the water is coming from a cape to the south. Head inside to learn about the town of Lovely to the south that once had beautiful flowers, but now they have all died. Apparently a serpent trapped in the dungeon to the south has caused the flooding by struggling to escape. Let 痴 go help him. Rest at the inn if you'd like before heading out. Note that you now have access to the first Warp Shop which is located behind the inn. For a price you can instantly warp to a place you've previously visited. You won't have much need for this service now unlike later in the game. For now, exit town and travel south to reach the Sea Dungeon.

Sea Dungeon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66940>

Follow the path to reach the stairs and take them to reach an island on Zanami Coast. Continue on to take another set of stairs to re-enter the dungeon. Take the southern path to reach a treasure chest containing a Water Spell. Use it to receive the spell Aqua which casts water down on enemies. Take the eastern path now and make your way to the treasure chests containing a Mega Ether and Backpack. Continue on and you will find the Serpent trapped in the water by Dakdars minions. Agree to push the button by the gate to release the Serpent. Step on the square and select the right button. The saved Serpent will then ask you to tell the townsfolk he is sorry for the tsunamis. Now that the Serpent is free, let痴 return to Port Town.

Port Town

Notice the world map graphic of the town has changed. That's because the town is no longer flooded and there are more areas to explore. Enter the shop to find Shibaraku. He mentions that Himiko is on Wataru's trail in the Jungle. Looks like he's not at the Sea Tower. Check the store for some expensive upgrades. You most likely won't have the coins to purchase everything but do keep an eye on the Heal Spell as it will be extremely helpful for the rest of the game. After your transactions, explore the rest of the town to learn that a lady with a key is in the town of Lovely.

Zanami Coast

Exit town now and head north to find that treasure chest we sailed past from the Icefield Tower. Inside the chest will be a Sage Scroll. You've probably noticed by now there is quite a shift in difficulty in the random battles. It's going to be like this for most of the game which is why that Heal Spell is so important. Dying and losing your Coins isn't helpful if you are trying to build up money, so be careful and have enough magic to Teleport to safety if you get overwhelmed. When you are ready, head west and follow the map for a while. You will eventually come to a screen with a passageway to another area but it is blocked by a locked door. Head north from here to reach the town of Lovely.

Lovely

Speak to people to learn that the well drying up seems to be the cause of the dying flowers. An important Key is buried near a green flower. Since all the flowers are dead, looks like we will have to fix that. Enter the shop to find some more expensive weapons and armor. Head upstairs and a man will tell you about a Dragon who lives in a Dragon Tower that is under the sea. He then tells you to ask Sage Lynx in the Jungle for more information. Luckily, there is a blue warp tile that will warp you to Lynx's house in the Jungle. Step on it and head south to reach four treasure chests. After claiming the three Backpacks and 418 Coins, speak to Sage Lynx. He explains that if you want to save Wataru, you must collect the four Dragon Treasures and take them to the Dragon's Room in the sea. The first treasure is in the Desert while the others are located in the swamp, by the sea, and near the Nomad Camp where we first started the game. This is the first real plot direction that opens up the game quite a bit. No more blindly following leads to Wataru, now there is a mission. Note that you can walk across the blue tiles on the north part of the screen but cannot proceed south due to the locked doors. Head back to Lovely and continue exploring the town. A Serpents Tear will be needed in order to make the withered flowers bloom again. You are then directed to the boatman at

Port Town. Use Power magic to move the lonerock at the northeast of town and take the 360 Coins and Vigor Vial from the chests. Make your way back now to Port Town.

Port Town

Speak to the man inside the Port Town House and he will get the boat ready for you. Head outside and hop on the boat. You will then travel to the Serpent that you saved who will give you his tear. The boat will then continue on and let you off near Lovely. With the Serpent Tear in hand, head to the town.

Lovely

Head to the town well and stand before it and use the Serpent Tear. The town of Lovely has now been restored. Head east and you will find that green flower that was mentioned before. Search it to receive the Hero's Key. You are now able to open all those previous locked doors. The locked door in town is the Warp Shop. I would seriously consider ensuring that you have that Heal Spell before carrying on with the story. There are two ways to get to the Jungle now. You could get there by going through the Sage's House, but that will put you on the opposite side of where you need to be so that would be tough. The easier way is to head back to the locked door that you saw just prior to the town and open it to find Isola Passage.

Zanami Coast

If you'd like to farm for some Coins so you can afford the Heal Spell and some equipment upgrades, feel free to travel to the eastern part of the Zanami Coast. The enemies are a bit stronger there the more east you go. At least make it to the Sea Inn so it appears as a travel location. Get there by following the coast to the south east, and then heading north when the path branches. Past the Sea Inn you will also find the submerged Dragon Tower. If you are feeling really bold, continue heading east and you will eventually find a long bridge that leads to a place called Dragon Room. This is the place you go once you find all of those Dragon Treasures. Once you are ready to continue on with the journey, head south west of Lovely and enter the Isola Passage.

Isola Passage

Follow the linear path and don't forget to grab the 231 Coins from the chest before exiting to the town of Isola.

Isola

Everyone in town seems to be very hungry. Use the Power spell to move the rock at the southeastern part of town if you need to visit the Warp Shop. You will find Himiko beside a house and she is the reason why the townsfolk are starving. She ate all the food! She mentions that she will give you something nice if you bring the town food though. Enter the house beside Himiko and go upstairs to receive a valuable Life Tonic from the man. These are rare and valuable as they will fully replenish your health and cannot be purchased. Speak to the rest of the townsfolk to learn about an old food storehouse to the north. You should also learn that Mage Lynx lost a spell in an eastern spring. When you are ready, exit town.

Items: ... Spell
Backpack x 3
Smart Sprout x 2
Lots of Food
Genjin-Maru
Blaze Spell
Sage Scroll x 3
312 Coins
Mega Ether x 2
212 Coins
295 Coins
Potion x 3
106 Coins
596 Coins
Tanuki Leaf
Flash Spell
Vigor Vial
Dragon Fang
Dragon Wing

Though you were told the food storehouse is north, do not take the eastern path to head north. That just leads you to a dead end. Instead, head west, south, and then head east. When you find a small pool of water, head into it to receive the ... Spell. The spell can't be read at the moment so continue on east. As you travel, the northern path will branch east and west. Continue west and note the big boulder blocking the stairs to the east. From this screen head west and enter the Food Storehouse.

Food Storehouse

You will be on floor B1 but beware of tiles that you can fall through to the floor below. Note that you cannot get both treasure chests to the north in one attempt as the floor will crack and you will fall through it. The western chest has a Backpack while the eastern chest has a Smart Sprout. Once you fall down the B2, speak to the man down here to receive "Lots of food". Return to B1 and get whatever chest you missed before returning to Isola.

Isola

Speak to Himiko and in exchange for Lots of Food, you will receive her Machin, Genjin-Maru. Equip it to receive quite a stat boost. Now it's time to visit Sage Lynx to give him that spell he dropped in the spring. There are two ways you can reach him. You could warp back to Lovely and then take the warp from the item shop, or you could find his location in the Jungle. Let 痴 find him.

Kagasas Jungle

Make your way back to the Food Storehouse and continue north until you reach his house. Speak to him for the spiel on the Dragon treasures again and afterwards he will notice that you found his spell. He will then give it to you in the form of a Blaze Spell. Use that as an item to receive the Fire Storm spell. This is good to use if you get swarmed by many enemies at once and is more powerful than Fire. Time to head to the Desert now and get that first Dragon treasure. From Isola. Head west and then north and take the stairs to reach Desert Way.

Desert Way

Follow the short path and you will reach the Desert of the Moon

Desert of the Moon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66964>

Head south to find a man who mentions a treasure is located somewhere in the Desert. Continue all the way south until you reach the bottom area with three blocks. They can be moved but have to be moved in a specific order. Move the northeastern block north by using the Power magic. Now stand where the block stood and move the next block to the west using Power magic. Finally, move the southern block to the south using Power magic and step on the tile to receive a Sage Scroll. Head west one screen and continue north until you reach a house. Enter it and you will be in the Oasis House.

Oasis House

Here you will learn that a spell that can summon Lightning is in the Pyramid and that the Sphinx is really a demon. Heal up if required and return to the Desert.

Desert of the Moon

From the Oasis House, head west and then south to reach a Pyramid. Speak to the Sphinx and he will ask you a series of questions. If you imply that you are stronger than him he will let you pass. If you say that he is stronger than you he will attack you.

Boss Battle - Sphinx

This is where that Fire Storm spell will come in handy. Simply use it one or twice to defeat him. Enter the Pyramid when you are ready.

Pyramid

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66939>

This will be the longest dungeon yet so be prepared. From the entrance head all the way west to find a chest containing 312 Coins. Return to the entrance and now head east to find a chest with a Mega Ether. Head north and you will eventually find a chest containing 212 Coins. Head west and then north for yet another chest containing 295 Coins. Head west and claim the Mega Ether from the chest and continue west to find another chest. Grab the Potion from the chest and return to where the Mega Ether chest was and head south to take the stairs.

Head west from the stairs to claim the Backpack from the chest. Now follow the linear path while claiming all the treasures along the way. You should receive 106 Coins, 596 Coins, Tanuki Leaf and Flash Spell. Use the Flash Spell to receive Thunder magic. Use the Tanuki Leaf as an item and it will turn into a Gold Bar. Remember the people in the Dead End House at the beginning of the game that wouldn't let you pass unless you gave them a Gold Bar? We will address that later though. Take the stairs.

From here if you head west, you can grab the Vigor Vial from the chest. The eastern path has a Sage Scroll. Head south to face the boss.

Boss Battle - Sphinx

The Sphinx returns. Just like last time though, just use two casts of Fire Storm to defeat him.

Afterwards he will allow you access to the chest and mention that a Dragon treasure is in a swamp. Open his chest to receive your first Dragon treasure, the Dragon Fang. If you want to open up an inventory slot, you could return to the Dragon Room to place the first treasure on the pedestal.

Kagasas Jungle

Return to Kagasas Jungle and now head back to the Sage's house. From here, head west and take the stairs.

Jungle Road

Follow the linear path and it will eventually take you to the northeast area of Zanami Coast.

Zanami Coast

Follow the path making sure to grab the Potion from the treasure chest before entering the Sea Cave.

Sea Cave

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66942>

Head south and grab the Potion and Sage Scroll from the chests. Return and this time head west. When you reach a fork in the road, travel south and follow the path to find a Backpack in a chest. Return and head west to find your second Dragon treasure, the Dragon Wing unprotected in the treasure chest. You can warp to the Sea Inn and make your way to the Dragon Room if you wish to drop off your treasures. Now that we have a Gold Bar, lets head back to the Grassy Plains by warping to the Nomad Camp.

Grassy Plains

Head south and use the Recovery Spring if you need it. Head east and enter the Dead End House. Give the Gold Bar to the man and he mentions that you head to the house in the north as there is somewhere there who wishes to meet. Travel north and you should come upon the Forest Inn.

Forest Inn

Speak to the innkeeper and she will remove the locked door that was blocking a staircase. Take the stairs.

Thunder Road

This is a longer pathway than the others. Be sure to grab the Smart sprout in the chest along the way.

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THUNDER GOD AREA

(WK06)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66963>

Items: Dragon Eye
Power Potion
Hermes Herb x 2
Backpack
Vigor Vial
Life Spell
Raijin-Maru

You will now appear in a place called the Thunder God House with your ancestors. Speak to any of them and they mention that they will give you a new Mashin if you bring them the spell to escape this dungeon. There is a healing point in the middle of the room which fully heals you. Also, there are four stairways that lead to different parts of the next area. Take the northwest stairs to start.

Notice the area has movement tiles that will move your character automatically in the direction the arrows are facing. Don't step on any tiles for now. Instead, head north and grab your third Dragon treasure, the Dragon Eye from the chest. Now step on the arrows that are pointing west and you will automatically travel to the next few screens before falling through a hole in the ground that leads to the Thunder God Dungeon. We will complete this dungeon later though, for now, let 痴 continue getting all the items on the Thunder God Area. Take the stairs and head north to get to that chest you passed by. Inside will be a Power Potion. Head south all the way (or hop on the tiles) to fall into the next part of the dungeon. Exit it and you should be at the southern part of the area with a treasure chest that you can't reach just yet. Take the tiles to the east now and you will pass another chest. Head towards it to get the Hermes Herb. Now take the arrows so that you reach the northern part of the area and fall into the dungeon.

Thunder God Dungeon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66943>

You should now be in an area that branches east, west and south. Don't bother going east or west as they lead to dead ends. Head south and note that some tiles will put you into a random battle automatically. Grab the Backpack from the chest before taking the stairs back to the Thunder God Area.

Thunder God Area

Hope on the tiles and travel west and hope on them again to travel all the way south so you are at the southernmost part of the map. Enter the dungeon.

Thunder God Dungeon

Head north as the other paths lead to dead ends. You will be required to fight some forces random battles again. Take the Hermes Herb from the chest before taking the stairs.

Thunder God's House

You will now be back in the Thunder God's house. Use the healing tile before taking the southwestern stairs.

Thunder God Area

Don't hop on any arrow tiles, just head south to grab that treasure chest

containing a Vigor Vial. Return to the Thunder God's House and take the northeastern stairs. Take the arrow tiles and fall into the Thunder God Dungeon.

Thunder God Dungeon

Head north and open the treasure chest to receive the Life Spell. Use it as an item to have access to Cure magic. Cure will fully heal you for 30 Magic Points.

Thunder God Area

Return to the Thunder God's House by following the arrow tiles around until you reach the south area again. Enter the Thunder God Dungeon and head north to take the stairs.

Thunder God's House

Speak to one of your ancestors to receive a new Mashin, Raijin-Maru. Equip this right away and it gives you a tremendous boost to Force.

Kagasas Jungle

Return to Isola now and make your way east towards that huge boulder that was blocking the way. Use the Thunder spell on the rock to destroy it. Head north and enter the Dump Road.

Dump Road

follow the path and it will take you to Chop's Swamp.

=====
CHOP's SWAMP

(WK07)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66953>

Items: 2468 Coins
153 Coins
Power Potion
877 Coins
Mega Ether x 2
533 Coins
Wind Spell
Sleep Specs
Dragon Life

Head north all the way and you will come across a house called Last Stop. Enter it.

Last Stop

Rest up and notice the two new pieces of expensive equipment for sale. Looks like we will need to get some money

Chop's Swamp

Travel all the way to the southwestern part of the swamp, passing the Dump Road along the way. Eventually you will find a treasure chest containing 2468

Coins. Return to the Dump Road area and head south all the way and then head east through the little opening. Make your way south and then west while continuing south. Head east once you can't go south anymore and cross the bridge leading north to find the town of Gale.

Gale

Gale is in trouble because some mysterious gas has shrunken all of the houses in town. Enter the town shop to find some more affordable items than Last Stop. Speak to people to find that the next dungeon is to the north through the castle. Well, can't access a shrunken castle so let 痴 fix it. Enter the town well and you will be in the Spring Canal.

Spring Canal

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66966>

The man at the entrance mentions that this canal is linked to the Cursed Spring and that a Mashin is causing the trouble. Closing the floodgate should prevent the gas from entering the town. Head west for quite a bit and approach the Mashin.

Boss Battle - 3rd Gun

Fire Storm him twice and he will be defeated.

Pull the floodgate and the water towards the east will try up. Continue west and you will find a bunch of treasures. Open them for 153 Coins, Power Potion, 877 Coins and a Mega Ether. Return to the entrance and grab the 533 Coins in the chest.

Gale

The town will now have full size houses. Explore the new houses and you should learn that the Wind Spell is north of the castle. Enter the castle and speak to the King. He will allow you access to the rest of the swamp. Exit by going north.

Chop's Swamp

Open the chest to receive the Wind Spell to learn Air Blade. Take the stairs.

Gale Tunnel

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66941>

Head north until the path branches east. Go east and grab the Mega Ether from the chest before taking the stairs to the north.

Chop's Swamp

You will now be in an area enclosed by rocks. Take the southern stairs to enter the Swamp Dungeon

Swamp Dungeon

Speak to the man to the east and he will mention that it's impossible to get the treasure chest to the south. Let 痴 prove him wrong. Step on the water

tile beside him and you will warp to the grey tile opposite the wall. Step on the grey tile and you will warp back on the arrow tiles. Go south to get the chest containing Sleep Specs. This item will give you extra experience points when you rest at the inn. Don't use it or lose it. Take the northwestern stairs now to get to B2. A simple puzzle to get the chest lies here. Take two steps south from the stairs and head west. The grey tiles are like ice and you will slide in the direction you step on them in. Now head south, east and then west to open the chest containing the Dragon Life. There's a possibility that a hidden staircase will now be present in the north west portion of the map. If it's not there, try exiting and then re-entering the room. Take the stairs down a very long pathway to find a treasure chest containing a Scream Blade. Now that you have all four Dragon treasures. Time to head to the Dragon Room.

Zanami Coast

Warp back to the Sea Inn and make your way east to the Dragon Room. Put all of the treasures into their applicable pedestal and you will hear a Dragon cry with a message to check outside. Head back to the Sea Inn and rest up if you need to. One screen north of the Sea Inn is the Dragon Tower that has been restored from under the water.

=====
DRAGON TOWER (WK08)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66945>

Items: 631 Coins
Cursed Vase
Prince Shld
Vigor Vial
Life Tonic
Ryuou-Maru

Take either west or east path and follow it all the way to reach the stairs.

Head west and then go south one screen. Head east and be careful of the two tiles in the middle of the screen. They are invisible pits that will lead you to an enclosed area on the first floor that will force you out of the tower. Grab the 631 Coins from the chest by hugging the wall. Return and head south to take the stairs to the third floor.

Take the long linear path to the next set of stairs. Note that there are more invisible tiles in the middle of the floor, hug the walls to avoid them.

Go south all the way, then west and north to reach the Dragon.

Boss Battle - Dragon

This battle will be extremely tough. The Dragon bounces around shooting fire out of his mouth. It's possible he can one shot kill you if you are not careful. He is immune to magic so the trick to this battle is to cast Power to increase your attack. Hit him at least 8 times while hoping he doesn't kill you in one to three hits. Use Cure if you take a hit and survive and try to work through his jumping patterns.

Approach Wataru now and he will explain that Dakdar's magic has caused him to be stuck inside a bottle. Agree to take him and Ryujin-Maru, the Machin that you used at the beginning of the game will now be fully powered. If you equip

Ryujin-Maruu, you will see an increase in attack and defense, but a reduction in force. Taking Wataru will give you a Cursed Vase in your inventory.

Chop's Swamp

Return to Last Stop and head east. Eventually you will find stairs that lead to Mountain Way.

Mountain Way

Lynx will be there but he will block your way. He mentions that you need the Machin Kujin-Maruu to proceed or else its suicide. You are then advised to take Wataru to the east Icefield Tower to meet the Machin. Remember the Final Cave in Icefield that led to an area with really strong monsters? Time to go there.

Icefield

Return to Icefield and make your way far east of the Icefield tower and take the Final Cave. When you exit the short cave, head west to the little hole in the ground. You won't be able to reach the switch but Wataru will enter the hole and activate the switch that draws the bridge. Cross it to enter the Last Tower.

Last Tower

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66950>

From the entrance head north, east and then south to reach a chest containing a Prince Shld. Make your way north to reach the stairs.

Go south and then take the path west to make your way to a chest containing a Vigor Vial. Backtrack now and head east. Eventually you will come across a message on the floor that speak so the irritated hall that gets upset if you go too fast. This next part can be very irritating as you will have two consecutive rooms where each step triggers a random battle. The first room will have easy battles against 3 Cybots. The second room will have a little more difficulty in dealing with a Fire Hunter every step. Once you make it past the irritated hall, head north to take the stairs.

Take the valuable Life Tonic from the chest and follow the path southeast to reach the stairs to the final floor.

Head west and then north and you will see the Machin being guarded by someone. Speak to them to engage in battle.

Boss Battle - Dongoro

Air Blade and Aqua will be ineffective but you can use Fire and Thunder. Dongoro bounces around and tries to stab with his club. Avoid the club as that is his heavy hitter. Mixing up Thunder magic with attacks works pretty well and if you can afford it, cast Power. It will probably take around 10 hits or so with the Power upgrade to take him down.

Once defeated, head to Kujin-Maruu who has become a spirit. You will then take him though he won't appear in your inventory. Exit the tower and return to Lynx in the Mountain Way which is east of Last Stop.

Mountain Way

Lynx will mention that Ryujin-Maruk has fought his last battle. All of your Machins will then merge to become Ryuou-Maruk. It will be automatically equipped. Exit north to reach the Dabord Mountains.

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DABORD MOUNTAINS

(WK09)

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66956>

Items: Mega Ether x 6
Vigor Vial x 3
5252 Coins
Sage Scroll x 2
58 Coins
Hermes Herb
Life Tonic
Odd Ladder
Magic Coin
Power Potion x 2
Smart Sprout
Rumble Spell
Potion

Speak to the man close by and if you mention that you wish to go to the peak, he will mention that you need an Odd Ladder and Sazabi took it into the mines. Climb the upon the ledge to the north to grab two chests containing a Mega Ether and Vigor Vial. Climb down and head west and then north. Follow the path to reach a chest containing 5252 Coins. Return all the way and you should notice some huts. Enter them.

Mountain Clan

Speak to people to learn more about the mines and that the temple ladder has been broken by lightning. Enter the shop to see two of the best pieces of equipment for sale. The Excalibur and God Shield. Very pricy.

Dabord Mountains

Exit town now and head west all the way, ignoring the ladder along the way. Once you reach where the mine cart tracks head north, follow them but don't take the ladder that is near. Instead, keep heading northwest. Eventually you will come upon a Sage Scroll in the chest. Backtrack now as we are aiming for the southwestern part of the map. Follow the path and climb the ladder and enter the cave.

Mountain Cave

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66958>

Speak to the man to learn that an entrance to the underground is somewhere in this mine. Take the stairs to the west to grab the 58 Coins from the chest. Return and hop on the mine cart and enjoy the ride. Head east, south and then north to reach the entrance to the underground. Skip it for now and take the mine cart to the north. Now take the cart west and you will pass a treasure chest for now. Head west again to grab the Vigor Vial from the chest and go south to reach the beginning of the cave. Carry on towards the underground

entrance and hop on down.

Mountain Dungeon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66960>

Note that you will fall through the floor and there will be no way out for now except for using magic. Travel all the way south to grab the Vigor Vial from the treasure chest. Return now and head west, north and then east to grab the Hermes Herb from the chest. Travel west now and you will come upon a man and a chest. Speak to the man who says in the past the passage to the west wasn't obstructed. Grab the valuable Life Tonic from the chest and go back east. Once the branch allows you to travel south, head south, west, south, east, south, west, south and east to grab the Mega Ether from the chest. Now travel southwest for quite a ways until you pass a set of stairs that are blocked by rocks. Head north and then east to find an old friend who tells you to go down the southern stairs and take the mine cart out of this area. He then gives you the Odd Ladder. Open the chest for a Magic Coin. Notice the huge boulder obstructing your way and no, you cannot use Thunder to break it. Ignore your friend's advice for now and continue north. When the path branches, head south to grab the Power Potion from the chest. Keep going north and then head west when you reach the top to find a room full of five treasure chests. Open the chests to receive a Sage Scroll, Mega Ether, Power Potion, Smart Sprout and Mega Ether. Use your stat boosting items and then make your way back to that stairway that was blocked by rocks to the south. The rocks will be conveniently moved so you can take the staircase.

Mountain Cave

Hop on the mine cart and watch the scene as you travel across the tracks of Dabord Mountains. The ride will end just outside of Last Stop. Heal up and make your way back to Dabord Mountains.

Dabord Mountains

From the Mountain Clan village, head west all the way until you reach the ladder. Climb it and head northeast following the tracks all the way. Once you reach the north part of the map head west while still following the tracks. Eventually there will be a break in the tracks that enable you to go south. Cross the tracks but head west to land on a free healing space that completely replenishes your health and magic. Now follow the path for a bit until you come across a large ledge with a ladder that is broke off in the middle. Approach the broken ladder and use your Odd Ladder as an item and you will fix it. Climb up, grab the Mega Ether from the chest and enter the shrine.

Mountain Cave

You will now be in another part of the Mountain Cave. Travel south to reach that chest you passed on the mine cart earlier. Inside is a Rumble Spell. Use it to learn Lightning magic. Now you can remove that large boulder that was blocking the way in the Mountain Dungeon. Head north and take the ladder down to the Mountain Dungeon.

Mountain Dungeon

Follow the path now to reach the boulder. Use Lightning on it to reveal a hidden staircase. Take the stairs to enter the Last Dungeon.

Last Dungeon

Map:

<http://www.gamefaqs.com/nes/579577-majin-eiyuuden-wataru-gaiden/faqs/66951>

This dungeon will be very short. Travel east and then north all the way to reach a chest containing a Mega Ether. Head east and when the path branches north and south you will have a decision. If you go north, you will eventually come to a treasure chest containing a mere Potion. Travel south to reach the final boss. Once you reach the carpeted area, the random battles will stop.

Boss Battle - Neo Ghostron

He will shoot this thick laser beam which can take a third of your life in one hit. He will also start jumping around which can be irritating. Magic will not work on this guy so make sure you cast Power and go in for the kill. Be very aware when you get hit so you can heal right away. Hopefully you still have some of those Life Tonics. 12 to 15 hits should take him out.

After the battle Neo Ghostron will mention that he cannot stop you from restoring Wataru, but next time you won't be so lucky and then disappears. Now site back and watch the ending.

SHOPPING LIST (SHPL)

Here is a list of all the items and weapons sold in all the Shops in Majin Eiyuuden Wataru Gaiden

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NOMAD CAMP

Herb - 5 Coins
Saber - 100 Coins

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MERCHANTON

Herb - 5 Coins
Ether - 10 Coins
Small Shield - 150 Coins

Herb - 5 Coins
Potion - 20 Coins
Risky Weed - 10 Coins
Ether - 10 Coins

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SPECTRUM

Herb - 5 Coins
Potion - 20 Coins
Ether - 10 Coins
Blade - 200 Coins
Light Shield - 300 Coins

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ICEFIELD INN

Herb - 5 Coins
Potion - 20 Coins
Ether - 10 Coins

PORT TOWN

Herb - 5 Coins
Long Sword - 750 Coins
Large Shield - 500 Coins
Heal Spell - 1980 Coins

LOVELY

Herb - 5 Coins
Dragon Blade - 1800 Coins
Iron Shield - 900 Coins

ISOLA

Herb - 5 Coins
Potion - 20 Coins
Dragon Blade - 1800 Coins
Ceramic Shld - 1500 Coins

OASIS HOUSE

Herb - 5 Coins
Potion - 20 Coins
Tanuki Leaf - 100 Coins
Prince Shld - 2800 Coins

LAST STOP

Herb - 5 Coins
Potion - 20 Coins
Ether - 10 Coins
Tanuki Leaf - 100 Coins
Lightsaber - 9800 Coins
Sun Shield - 8000 Coins

GALE

Herb - 5 Coins
Potion - 20 Coins
Ether - 10 Coins
Tanuki Leaf - 100 Coins
Ceramic Edge - 4500 Coins
Air Shield - 5200 Coins

MOUNTAIN CLAN

Herb - 5 Coins

Potion - 20 Coins
Ether - 10 Coins
Excalibur - 15000 Coins
God Shield - 16000 Coins

ITEMS (ITMS)

... Spell - give to Lynx to receive Blaze Spell
Backpack - increases item carrying capacity by 1
Blaze Spell - use to learn Fire Storm magic
Cursed Vase - Wataru trapped in a vase
Dragon Eye - one of the Dragon treasures
Dragon Fang - one of the Dragon treasures
Dragon Life - one of the Dragon treasures
Dragon Wing - one of the Dragon treasures
Ether - replenishes around 10MP
Flame Spell - use to learn Fire magic
Flash Spell - use to learn Thunder magic
Gate Pass - required to enter Spectrum
Gold Bar - give to man at Dead End House
Heal Spell - Use to learn Heal magic
Herb - replenishes around 10-15HP
Hermes Herb - permanently increases speed by 1-3
Hero's Key - allows access to locked doors
Life Spell - use to learn Cure magic
Life Tonic - replenishes full HP
Lots of Food - give to Himiko to receive a Machin
Magic Coin - use to receive around 10 Coins
Mega Ether - replenishes around 25MP
Move Spell - use to learn Teleport magic
Mumbling Box - Gag item that tricks player into thinking they leveled up
Odd Ladder - use to reach the Shrine in Dabord Mountains
Potion - replenishes around 30-40HP
Power Potion - permanently increases strength by 1-3
Risky Weed - Random effects (increase life, magic, reduce magic, etc)
Rumble Spell - use to learn Lightning magic
Sage Scroll - permanently increases MP by 1-3
Serpent Tear - use to restore Lovely
Sleep Specs - gain experience every time you rest at an inn
Slip Spell - use to learn Escape magic
Smart Sprout - permanently increases Intelligence by 1-3
Strong Spell - use to learn Power magic
Tanuki Leaf - use to turn into a Gold Bar
Vigor Vial - permanently increases HP by 1-3
Water Spell - use to learn Aqua magic
Wind Spell - use to learn Air Blade magic

Based on hacking data, there seems to also be a Demon Ring and Small Collar.
If someone finds these items and can tell me their purpose I will update the
list.

SPELLS (SPLS)

Here is a list of all spells in Majin Eiyuuden Wataru Gaiden. Note that some spells can be used both in battle, and on the world map.

MP = Magic Points

EFFECT = The effect the spell has

	MP	EFFECT
Air Blade.....	25	causes an intense tornado
Aqua.....	10	calls holy water from the sky
Cure.....	30	fully heals HP
Escape.....	10	escape from dungeons(10) or battles(2)
Fire.....	3	Fire chases an enemy
Fire Storm.....	12	six fireballs chase the enemies
Healing.....	5	restores around 40HP
Lightning.....	30	lightning magic, destroys rock on map
Power.....	30	increases attack by 30(30), move rocks(5)
Teleport.....	15	returns to the last town
Thunder.....	6	lightning strike, destroys rock on map

EQUIPMENT (EQMT)

Machin:

ATK = Attack Power

DEF = Defensive Power

FOR = Force Power

	ATK	DEF	FOR
Senjin-Maru.....	10	8	5
Genjin-Maru.....	20	18	10
Raijin-Maru.....	30	28	50
Ryujin-Maru.....	40	38	20
Ryuou-Maru.....	50	48	30

Weapons:

ATK = Attack Power

	ATK
Blade.....	6
Ceramic Edge.....	23
Dragon Blade.....	16
Excalibur.....	32
Lightsaber.....	28
Long Sword.....	13
Lucky Sword.....	18
Saber.....	3
Scream Blade.....	17

25% more Coins after battle

Shields:

DEF = Defensive Power

FOR = Force Power

	DEF	FOR	
Air Shield.....	28	40	
Ceramic Shld.....	21	30	
God Shield.....	36	50	
Iron Shield.....	16	23	
Large Shield.....	12	18	
Light Shield.....	8	15	
Perseus Shield.....	34	80	
Prince Shld.....	25	33	
Small Shield.....	5	10	
Sun Shield.....	32	41	
Ultima Shld.....	88	88	+10 attack
Wing Shield.....	?	?	weaker than Sun Shield

Note that many weapons appear to be drops from monsters with no other way of receiving them. Based on hacking data in the game, for Swords there seems to be a Hero's Sword, Legend Blade, Magic Blade, Murasama, Tasmanian and Cursed Blade.

For Shields there seems to be Jupiter Shield and Happy Shield. If anyone has come across these items and can provide stat data that would be great. I will update the applicable tables accordingly once confirmation of the stats occurs.

 MONSTERS (MSTR)

Here is a list of all the monsters in Majin Eiyuuden Wataru Gaiden.

HP = Hit Points
 EXP = Experience gained
 COINS = Coins earned
 ATK = Attack Power
 DEF = Defense Power

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	HP	EXP	COINS	ATK	DEF	
2nd Gun.....	66	30	55	11	47	Boss
3rd Gun.....	255	300	777	64	92	Boss

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 A
 =====

	HP	EXP	COINS	ATK	DEF
Alie-Gun.....	126	35	80	35	39
Aqua Alien.....	62	8	16	31	21
Aqua Tinbot.....	58	5	10	19	51

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B

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      |HP |EXP |COINS|ATK|DEF|
Baby Blob.....| 136|  1|   7| 50| 35|
Baby Metron.....| 184|  1|   7| 69| 30|
Batman.....| 130| 49|   8| 30| 42|
Battle Ape.....|  88|  7|  15| 15| 26|
Battle Ape III.....| 184| 45|  87| 34| 42|
Beholdbat.....| 104| 11|  25| 20| 51|
Blob.....|  42|  7|  10| 18| 26|
Bolt Copter.....| 211| 98| 187| 74| 72|
Bone Kid.....| 144| 46|  87| 39| 44|
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C

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      |HP |EXP |COINS|ATK|DEF|
Combot.....|  96| 12|  28| 30| 30|
Cool Hunter.....|  88|  3|  10| 12| 12|
Crazy Eyebot.....| 119| 29|  68| 35| 26|
Creature.....|  82| 17|  40| 26| 64|
Cybot.....|  16|  3|   6| 11|  4|
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D

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      |HP |EXP |COINS|ATK|DEF|
Dark Claw.....| 197| 68| 105| 37| 63|
Deadhead.....|  68| 18|  30| 34| 24|
Death Liger.....| 209| 95| 166| 52| 72|
Death Stare.....|  84| 35|  89| 39| 42|
Delta Wing.....|  79| 14|  38| 22| 40|
Dirt Diver.....|  49|  6|  12| 15| 19|
Dongoro.....| 896|6320|3776| 48| 80|Boss
Doom Liger.....| 206| 86| 133| 53| 59|
Dracula.....| 242| 130| 196| 76| 56|
Dragon.....| 733|2560|2560| 95| 79|Boss
Drake.....|  93|  8|  15| 33| 22|
Drillster.....|  44|  5|  10| 13| 31|
Dry Driller.....| 152| 32|  69| 30| 52|
Dusty Grub.....| 134| 30|  68| 35| 22|
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E

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      |HP |EXP |COINS|ATK|DEF|
Eyebot.....|  12|  2|   3|  7|  5|
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F

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      |HP |EXP |COINS|ATK|DEF|
Fang Bat.....|  22|  3|   5| 10|  6|
Fire Hunter.....| 169| 77| 169| 53| 57|
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Frankencicle.....	61	5	10	27	24
Frankenstein.....	27	3	5	8	12
Franken Mage.....	224	89	166	50	64

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G
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	HP	EXP	COINS	ATK	DEF
Gigan.....	68	8	16	31	58
Green Metron.....	16	3	6	10	5
Grubtron.....	37	2	9	9	4

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H
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	HP	EXP	COINS	ATK	DEF
Head Golem.....	88	15	30	12	34
Hell Copter.....	90	23	50	21	40
Hell Gyro.....	126	46	86	39	48
Hell Liger.....	198	76	137	40	59
Hell Wolf.....	237	72	113	56	61
Holy Hunter.....	68	16	38	26	31
Hunter.....	35	5	8	8	15
Hyper Alien.....	182	60	125	51	58

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I
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	HP	EXP	COINS	ATK	DEF
Ice Drake.....	215	76	121	55	64
Ice Metron.....	56	4	7	16	15
Impbot.....	146	43	87	35	35
Iron Head.....	272	99	277	44	63

=====
J
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	HP	EXP	COINS	ATK	DEF
Jocktron.....	217	88	161	56	59
Jump Claw.....	68	7	14	31	24

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K
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	HP	EXP	COINS	ATK	DEF
King Blob.....	349	120	177	59	79

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L
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	HP	EXP	COINS	ATK	DEF
Leo Tanktron.....	163	62	135	39	49
Little Spirit.....	144	74	112	56	94

M

	HP	EXP	COINS	ATK	DEF
Mad Gun.....	142	34	81	36	51
Madstool.....	123	40	207	41	40
Magma Molebot.....	194	85	157	47	58
Master Tinbot.....	209	80	141	51	51
Mecha Crab.....	63	6	16	31	24
Mecha Scorpion.....	136	35	75	35	26
Mega Drake.....	215	91	112	53	64
Mega Driller.....	86	22	30	36	31
Mega Mole.....	86	15	37	18	40
Met Hopper.....	12	1	3	5	5
Metal Mech.....	24	4	5	8	15
Metron.....	10	1	2	5	3
Metron Mage.....	23	3	5	8	4
Mr. Driller.....	205	120	250	74	76
Mushdoom.....	17	2	4	10	3
Myconid.....	11	2	4	6	10

N

	HP	EXP	COINS	ATK	DEF
Necro Truffle.....	220	92	250	66	82
Neo Alien.....	235	99	210	56	56
Neo Ghostron.....	1348	18890	19900	104	159

O

	HP	EXP	COINS	ATK	DEF
Omni Eyebot.....	217	98	137	48	64
Oremech.....	112	14	35	30	28
Orbopunk.....	179	78	126	46	51

P

	HP	EXP	COINS	ATK	DEF
Point Tail.....	131	97	37	46	59

Q

	HP	EXP	COINS	ATK	DEF
Quarterbot.....	240	115	233	42	72
Queen Blob.....	204	89	155	37	75

R

	HP	EXP	COINS	ATK	DEF
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Rock Impbot.....| 197| 56| 112| 61| 56|

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S
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	HP	EXP	COINS	ATK	DEF
Sand Hunter.....	66	8	16	31	20
Seagrub.....	58	6	10	19	31
Skeleton.....	131	19	48	38	40
Skull Bat.....	62	14	30	15	31
Skull Devil.....	188	74	150	39	47
Skull Kid.....	140	32	69	30	29
Skull Knight.....	118	36	76	40	25
Skull Lord.....	156	51	110	40	54
Skull Satan.....	198	72	113	63	69
Slickbot.....	52	3	7	13	16
Snow Skull.....	64	4	8	16	25
Sphinx.....	208	120	240	47	73 Boss
Super Combot.....	150	79	137	44	54

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T
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	HP	EXP	COINS	ATK	DEF
Tackeltron.....	156	180	310	31	47 ***
Tanktron.....	72	6	12	19	50
Tinbot.....	12	2	3	7	5
Tinbot Samurai.....	222	95	138	48	66
Tinbot Soldier.....	150	39	98	39	41
Tinhop.....	24	3	6	10	11
Tinrammer.....	90	11	27	18	36
Tin Knight.....	104	67	157	17	21 Boss
Twin Gamen.....	134	37	97	31	56

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	HP	EXP	COINS	ATK	DEF
Ultra Combot.....	214	88	167	59	65
Ultra Driller.....	197	78	131	38	78
Ultra Tanktron.....	124	17	52	39	40

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	HP	EXP	COINS	ATK	DEF
Vampbot.....	192	95	197	53	64

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	HP	EXP	COINS	ATK	DEF
Warp Blob.....	162	44	99	35	71
Wyvern.....	237	84	180	56	73

*** - Tackletron Exp and Coins seem high. Would appreciate if someone could confirm the data as it was taken from the japanese strategy guide.

CONTACT AND ACKNOWLEDGEMENTS (CONT)

This is my eighth walkthrough that I have written and if you have any questions regarding this game that are not answered in the FAQ, or you would like to contribute, feel free to email me at `corstahlbaum@"yahoo.com` (remove quotes) and put "Majin Eiyuuden Wataru Gaiden" in the subject line. Please note that I check my email very infrequently so it may be a while before I get back to you. If your question is in this guide it will probably be ignored. Feel free to contact me if you see any errors or wish to make any contributions to this FAQ. Credit will be given of course. I don't view emails that have any attachments and whatnot so send text only. In regards to updating this guide, it is fairly complete so I don't see a need for any significant updates except for any errors. I'd like to get the attack power of the Lucky Sword. It's a random drop from a monster and cannot be purchased.

I've played through this game twice, once mapping it and then making this FAQ. Hope you enjoy the game.

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